ZOIDS
LEGACY

GAME BOY ADVANCE

INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

TABLE OF CONTENTS

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

2. Insert the *ZOIDS™: Legacy* Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. When the title screen appears, press **START** to proceed to the Main Menu.

Note: For multiplayer games, connect two Game Boy Advance systems (each with a *ZOIDS: Legacy* Game Pak) via a Game Boy® Advance Game Link® Cable. (See "Multiplayer Game" on page 27 for details.)

CONTROLS

L Button →
+ Control Pad →
SELECT →
← R Button
← B Button
← A Button
← START

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CONTROL	ADVENTURE MODE	DATA MENU	BATTLE MODE
+Control Pad	Move character	▲ or ▼ : Move cursor ◄ or ► : Next page	Move cursor
A Button	Speak / Advance dialog / Pick up item	Accept changes / Display the next page	Accept changes
B Button	Run (press and hold) / Close the World Map	Exit / Cancel changes	Exit / Skip battle animation
R Button	Display the World Map	Display the next page / Close window / Toggle ZOIDS & pilots	Display ally team status
L Button	—	Display the next page / Toggle ZOIDS & pilots	Display enemy team status
START	Pause the game and display the Data Menu	Display Growth Type Setups (strategies)	—

SAVING AND LOADING

To save your progress during a game, press **START**, then select SAVE and press the **A Button**. You can save one game at a time — each time you save, the previously saved game will be overwritten.

To load a saved game, switch the Game Boy Advance system ON (or quit the current game) and then select RESUME A GAME from the Main Menu.

To delete a saved game, select DELETE SAVEDATA from the Options Menu. At the prompt, press the **A Button**.

INTRODUCTION

ZOIDS are great metal warrior robots from Planet Zi beyond the galaxy. For many generations, ZOIDS and their proud pilots clashed during the Planet Zi wars.

During a recent experiment with the new "ZOS" weapon, Planet Zi experienced an accidental time-space fusion. This fusion created a collision of ZOIDS warriors from all of the different eras. Van, Bit, Prince Athle of Arcadia Kingdom, Republic's test pilot Zan and more all came together at once, causing great turmoil and confusion.

Now, with Planet Zi up in arms, all hope of returning to normal rests with a young but promising ZOIDS warrior — a warrior by the name of Zeru Jupit.

MAIN MENU

Start a Game

Begin a new *ZOIDS: Legacy* game.

New Player Screen

Enter a name for your character. Use the **+Control Pad** and the **A Button** to enter a letter, and then use the **+Control Pad** or press the **R Button** / **L Button** to move to the next slot. Press **SELECT** to see more letters and symbols. When ready, press **START** and then press the **A Button** to begin the game.

Resume a Game

Continue a previously saved *ZOIDS: Legacy* game. Gameplay will resume from the last save point.

Options

Display the Options Menu (see next page for details).
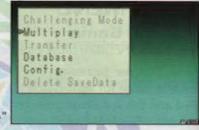
OPTIONS MENU

Challenging Mode
Use pre-configured ZOIDS in a series of challenging battle stages.

Multiplay
Start a game between two players on two separate Game Boy Advance systems (see "Multiplayer Game" on page 27 for details).

Transfer
Transfer Zi Data (design information) and ZOIDS parts between two players on two separate Game Boy Advance systems (see "Multiplayer Game" on page 27).

Database
View information on any of the characters or ZOIDS that you have interacted with.

Config
Modify your player name and customize the remarks that your character makes during battle.

Delete SaveData
Erase your currently saved game.

ADVENTURE MODE

While in a town, you can talk to the townspeople, purchase items, customize or repair your ZOIDS and look for warriors to join your battle party.

Moving Around Town

Use the **+Control Pad** to move around. If a townsperson is front of you, press the **B Button** to swap places.

Communicating

To speak, walk up to a townsperson and then press the **A Button**. Be sure to talk to everyone — some characters may have important information for you.

Gold Pieces

Gold pieces (GP) are the standard unit of currency on Planet Zi. You will start the game with 2000 GP, and you can earn more by winning battles or by selling any extra ZOIDS in your battle party.

Entering a Building

You can enter a building if its door is open — just walk in.

ZOIDS Institute

In exchange for GP, the ZOIDS Institute provides a variety of services including new ZOIDS development, customization and repair. Also, as needed, you can sell ZOIDS to the institute. **Note:** Some ZOIDS cannot be sold.

The Lab Researchers will restore lost health and energy at no charge, as long as a ZOIDS isn't completely destroyed. Some Lab Researchers may also give you Deck Commands (pre-set battle actions) that can be used to gain advantage in battle.

Stores

Stores will offer you a nice selection of weapons and items. You can sell any extra weapons and items that you have.

Hidden Items

You will find many useful items hidden throughout the game. To pick up an item, walk up to it and press the **A Button**.

Cantina

The cantina is a great place to talk to interesting people and to inquire about local news.

Stadium

Official ZOIDS battles are held in the stadium. Speak to a stadium employee at the reception counter to register for a battle. Be sure to follow the regulations — otherwise, you may not be able to participate.

In the Field

When traveling between towns, you will cross a vast wilderness known as "the field." Use the **+Control Pad** to move around the field. To enter a town, move your character over it. **Note:** Be careful of the wild field ZOIDS — they tend to travel in packs!

World Map

Press the **R Button** to display the World Map. The World Map shows all of the Planet Zi towns that you have visited. The red triangle indicates your current location. To close the World Map, press the **R Button**.

Cebu Town
Llama Town
Old Village
Outlaws Town
Galilstorm
Mount Town
Seas Town

Select town/verify location

DATA MENU

Press **START** to pause the game and display the Data Menu. Press the **+Control Pad** ▲ or ▼ to highlight a menu option and press the **A Button** to select. When finished with the Data Menu, press the **B Button** to return to the game.

Status

Select STATUS to view status data for each of the ZOIDS, pilots and Organoids (companion creatures) on your team. When finished, press the **B Button** to return to the Data Menu.

ZOIDS Status Data

NAME	DESCRIPTION	NOTES
HP	Health level (listed as current health / max health)	A ZOIDS is destroyed when its HP reaches 0
EP	Current energy level	Most weapons require EP in order to operate. You will start each battle with EP at half of its maximum level
GEP	Energy generation rate	Amount of EP gained at the beginning of each turn during a battle
SP	Base speed	Affects overall speed and evasion rate
MM	Mobility	Affects evasion rate
IV	Initiative Velocity (agility)	IV = SP + SR. Affects a ZOIDS battle order — the most agile ZOIDS go first
DF	Defense level	Affects how much damage a ZOIDS will receive. A higher value means that it will receive less overall damage when hit
AM	Armor level	Affects chances of receiving a direct hit. A direct hit may cause a ZOIDS to freeze for one or more turns
DCP	Damage durability	Affects susceptibility to temporarily freezing when a ZOIDS receives a direct hit
SR	Sensor accuracy (ability to locate opponents on the battlefield)	Affects evasion rate
CLV	Character level (LVL) required	If the pilot does not have an equal or greater pilot level, the ZOIDS performance will be limited

ZOIDS Status Data Cont.

NAME	DESCRIPTION	NOTES
TP	Degree of training	A well-trained ZOIDS will perform better in battle
CP	Weapon weight restriction	Maximum weight. If the total weight of a ZOIDS exceeds its CP, performance will be limited
SIZE	ZOIDS size	May affect where a ZOIDS can be placed in a battle formation (XL ZOIDS must be placed in the middle row)

Pilot Status Data

NAME	DESCRIPTION	NOTES
HP	ZOIDS health correction factor	Improves the health of the pilot's ZOIDS
MM	ZOIDS mobility correction factor	Improves the mobility of the pilot's ZOIDS
DCP	Pilot defense correction factor	Affects the pilot's durability when his or her ZOIDS receives damage
SR	ZOIDS sensor correction factor	Affects the pilot's ability to spot people and objects
HR	Weapon accuracy correction factor	Affects the pilot's shooting weapon accuracy
LVL	Current pilot level	A pilot's overall experience level
EXP	Current pilot experience points	Pilots earn experience points by winning battles
NEXT	Experience points needed to advance to the next level	Pilots receive an increase to max HP, max EP and more each time they gain a level
ORGANOID	Listed if there is an Organoid accompanying the pilot	Organoids can enhance max HP, max EP and also activate ZOS (ZOS enables multiple attacks)

Growth Type Setups

Press **START** to configure a pilot's Growth Type Setups (strategies used by pilots to gain advantage in battle). You can choose several Growth Type Setups including Offense, Defense, Evasion, Manual and Random.

Pilot Skills

Pilot skills enable a pilot to perform special actions such as firing multiple weapons per turn and reducing the amount of EP required to attack.

Organoid Skills

Organoid skills enhance combat abilities, armor, max HP and more.

Items

Select Items from the Data Menu to view and use any items that are currently in your inventory. Items can restore HP and EP, restore attack weapons' special characteristics (see page 17 for details) and teleport your character between towns. When finished using items, press the **B Button** return to the Data Menu.

Zi Data

Select Zi Data from the Data Menu to view any design data that you've acquired. The ZOIDS Institute use Zi Data for building ZOIDS. You can gather Zi Data by finding it, by earning it during battle or by collecting it with the help of Deck Commands.

In most cases, in addition to Zi Data, you will need to acquire multiple parts before the ZOIDS Institute can build a particular type of ZOIDS for you. For example, to build the more advanced Elephander type of ZOIDS — the Elephander AG — you will need both a core unit part and an armaments unit part. When finished viewing Zi Data, press the **B Button** return to the Data Menu.

Change Equipment

Select Change Equipment from the Data Menu to view or modify your ZOIDS armaments. Each ZOIDS has two types of armaments: attack weapons and assist weapons.

Attack Weapons Characteristics

NAME	DESCRIPTION	
AT	Maximum damage that a weapon can cause	
H	Hit accuracy	
TG	Range and number of targets	
	?-?	Range: 1-3, 2-3, 1-1, etc.
	S	Single target capability
	N	Big Range 2 (1x2). Multiple target capability
	W	Big Range 3 (1x3). Multiple target capability
	V	Penetration (2x1). Multiple target capability
	B	Block (2x2). Multiple target capability
	A	Entirety (2x3). Attacks all targets
EP	EP consumption	
WP	Weight	

Attack Weapons Characteristics Cont.

NAME	DESCRIPTION	
ATR	Weapon attributes	
	B	Bullets
	M	Missiles
	L	Lasers
	P	Particle cannon
	G	Grappling (close-combat attack)

Attack Weapons *Special* Characteristics

NAME	DESCRIPTION
Anti-air	Increases a weapon's effectiveness against flying ZOIDS
Water	Aquatic property
Homing	Increases missile accuracy
Pilot	Disables an opponent's pilot correction factors
Freeze	Enables a weapon to freeze targets
DF Ignore	Ignores opposing ZOIDS defense level
DF Damage	Permanently damages opposing ZOIDS defense level
Penetration	Penetrates through opposing ZOIDS electromagnetic shield
Confusion	Creates confusion in the target area

Assist Weapons Characteristics

NAME	DESCRIPTION	
DF	Increase defense	
AM	Increase armor level	
MM	Increase mobility	
HR	Increase hit accuracy	
SP	Increase speed	
HP	Increase HP recovery rate	
HPMAX	Increase HP maximum level	
EPMAX	Increase EP maximum level	
GEP	Increase GEP	
TG	Target assistance weapon effects	
	SELF	Apply effects to yourself
	ALLY-S	Apply effects to one ally
	ALLY-A	Apply effects to all allies
USE	Assistance weapon terms of use	
	ACTIVE	Weapon must be activated before each use
	PASSIVE	Weapon does not need to be activated before use

Assist Weapons *Special* Characteristics

NAME	DESCRIPTION
SR +	Permanent increase to Sensor Rate
SR =	Temporary increase to Sensor Rate
Radar	Radar-guided weapon

Assist Weapons *Special* Characteristics Cont.

NAME	DESCRIPTION
Anti-radar / homing	Interferes with radar and guided missiles
Magnetism-detecting	Magnetism detection
Sound-detecting	Sound detection
E Shield	Increases electromagnetic shield durability
Evasion	Increases evasion rate
Action	Increases number of battle actions per turn
Organoid	Organoid commands enabled

Change ZOIDS

There are three types of ZOIDS: ground, aquatic and flying. Each type has its own unique traits. For example, flying ZOIDS have a higher shooting weapon accuracy than ground ZOIDS.

Some situations require your character to pilot a different ZOIDS. To switch your character over to a different ZOIDS, first select the current ZOIDS, then select your character and then select the new ZOIDS.

Customizing ZOIDS

You can modify a ZOIDS at the ZOIDS Institute by increasing its offensive abilities, defensive abilities or generator power output. Some ZOIDS can also be equipped with CAU (Changing Armor System). **Note:** Zi Data is required to use CAU.

Form a Team

Before you can participate in some stadium battles, you will need to form a team. To add a ZOIDS and pilot to your team, move the cursor over a slot in your team's formation and then press the **A Button**. Highlight a ZOIDS and then press the **A Button** again to place the ZOIDS in the formation.

Note: There are no restrictions on where a ZOIDS can be placed in a formation, with one exception: XL size ZOIDS must be placed in the middle row. Try to place a ZOIDS with good combat skills or high defense abilities in the front row of your formation. Try to place a ZOIDS with long-range firing ability in the back row.

Create Commands

You can use Deck Commands during battle to restore HP and EP, gather Zi Data and more. Deck Commands can be obtained from townspeople, from lab researchers and by finding them. To view a Deck Command description, move the cursor over it and then press **START**.

Database

The database stores information on any characters and ZOIDS that you have interacted with.

Save

To save your progress, select SAVE from the Data Menu and press the **A Button**.

BATTLE MODE

A battle starts after you encounter one or more wild ZOIDS in the field, or when you participate in an official ZOIDS stadium battle. Only those ZOIDS that have been placed on your team (see "Form a Team" on page 20) may participate in the battle.

To win a battle, your team must defeat the entire enemy team.

When you win, each of your team members will receive a reward. However, in the event of a loss, all of your teammates' ZOIDS will be sent back to the ZOIDS Institute, and only your main character's ZOIDS will be restored at no cost in GP.

Battle Rules

- ZOIDS Battles are turn-based — players perform actions one at a time
- Each participant starts the battle with EP at half of its maximum level
- The participant with the highest SP level goes first
- The current turn ends once every ZOIDS has finished its battle action
- After every turn, each ZOIDS EP level is restored according to GEP quantity
- The battle continues until the HP for all of the ZOIDS on one team reaches 0 (or either team retreats)

1. PREPARATION STAGE

The enemy's team formation appears before the battle begins. Study your opponent and then choose one of the following options (if available):

Start a Battle
Begin the battle!

Form a Team
Set up your team formation (if there is more than one ZOIDS on your team).

Create Commands
Select up to 10 Deck Commands. You can use each selected Deck Command once.

Retreat
Attempt to retreat from the battle. **Note:** Your retreat attempt may not always succeed!

2. BATTLE STAGE

You can choose one or more of the following options during each turn:

Start a Combat
Perform battle actions (see next page).

Commands
Use *one* Deck Command.

Retreat
Attempt to retreat from the battle.

Battle Actions

Each of your team members may choose one or more of the following battle actions: ATTACK, WAITING, ITEM or ORGANOID (if available).

Attack

Attack the opposing team.

Verify Data: Press the **L Button** to view the enemy team's status or press the **R Button** to view your team's status. Use the **+Control Pad** to highlight a different ZOIDS.

Select Weapons: Use the **+Control Pad** to highlight a weapon slot and then press the **A Button. Note:** To use a weapon, you must have the minimum EP required for that weapon.

Select Targets: Highlight an enemy target and then press the **A Button.** If your pilot has multiple-firing skills, he or she will be able to launch attacks on multiple ZOIDS.

Evaluation and Damage: Every attack is evaluated to see if it hit the intended target. If the attack was a success, the damage will be displayed.

Waiting

Select WAITING to standby and wait out the current turn. This option enables you to restore EP, but you usually will not have the option to attack.

Item

Choose this battle action to use items such as Recover HP or Recover EP (if you have any). Most items will affect a single team member, but some other items will affect multiple team members.

Organoid (if available)

If you have an Organoid accompanying your pilot, select this option to activate it. Activating an Organoid may increase a selected team member's maximum HP or EP and may also activate ZOS.

ZoidCore Overload System (ZOS)

ZOS is a special combat system that enables a ZOIDS to use multiple attacks during a single turn. To use ZOS, you must activate an Organoid.

Battle Messages

During a battle, your character will transmit clever remarks to the enemy team. You can configure your battle messages in the Options Menu (see page 8).

3. END OF BATTLE STAGE

When you defeat the enemy team, you may earn experience points, a cash prize and one or more items. Additionally, any EP used during the battle will be restored up to half of its maximum level. **Note:** HP is not restored after a victory — you will need to use a Restore HP item or visit the ZOIDS Institute to regain lost HP.

CHARACTER GUIDE

Zeru Jupit
In his old world, before the time-space fusion, Zeru was a novice ZOIDS pilot. Now, he is a ZOIDS warrior and the future of Planet Zi rests in his hands.

Yuno Hera
Yuno Hera is a mysterious girl with no memory of her past. She has joined up with Zeru, but a secret group named Terrageist is after her.

PULSE
PULSE is a leopard-shaped Organoid found by Dr. T at the ancient Arcadia Kingdom ruins. PULSE is the key to understanding how the time-space fusion occurred.

Athle Arcadia
Athle is the Prince of Arcadia Kingdom. He revives the kingdom by defeating the Phantom Knights, who abuse an ancient technology called the Time-Space Transmission Unit.

Regina Cuori
Regina is one of the Three Beast Warriors who protect the Arcadia Kingdom. A former governess of Prince Athle, she and Athle are now in love.

Dr. T
Dr. T is Arcadia Kingdom's ZOIDS researcher. He becomes involved in the time-space fusion while experimenting with PULSE.

Bit Cloud
Bit Cloud is a ZOIDS warrior and a member of the Blitz Team. His main adversaries are the Backdraft Team, which holds illegal ZOIDS battles.

Zan Fel
Zan is a member of the Blue Unicorn Team, an elite Republic test pilot group. Zan can understand the "feelings" of ZOIDS.

Van Freiheit
Van is a Republic warrior. In order to end the war with the Empire, he fights while helping Prince Rudolph.

Gard Krueger
Gard Krueger is leader of the mysterious Terrageist group. He is from a noble family and has joined forces with the Backdraft team.
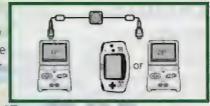
Leviathe Kanone
Leviathe Kanone is a Terrageist member. After losing her parents in a war, she was raised by Gard, who gave her ZOIDS pilot training.

MULTIPLAYER GAME

You can play a ZOIDS: Legacy multiplayer game by using two Game Boy Advance systems and a Game Boy Advance Game Link® Cable. **Note:** Two ZOIDS: Legacy Game Paks are required for linked games.

CONNECTING GAME BOY ADVANCE SYSTEMS

- Before connecting the Game Link cable, all Game Boy Advance systems must be switched OFF
- Connect the Game Link cable to each of the systems
- Insert a ZOIDS: Legacy Game Pak into each system and switch the systems ON
- From the Main Menu, both players must select the MULTIPLAY option or the TRANSFER option
- The player connected to the purple connector on the Game Link cable is Player 1 and controls the game settings

Trading Zi Data in a Multiplay Game

During a multiplayer game, you and your friends may transfer Zi Data on any found, purchased or manufactured parts. If you transfer Zi Data on found or purchased parts, both players retain the data. However, if you transfer Zi Data on manufactured items, only the player receiving the data retains it.

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Help Via the Internet

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http://www.atarisupport.com

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our Interactive **Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific

Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada
In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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